

## Amendment to the Claims

This listing of claims will replace all prior versions, and listings, of claims in the application:

### Listing of Claims

Claim 1 (currently amended): A method for processing a notification, said method comprising:

accessing, by a user device, a data packet representing the notification, said data packet having a plurality of content type attributes each defining one multimedia component of a plurality of multimedia components to be rendered by the user device, each content type attribute having a content data attribute associated therewith storing non-rendered content data;

determining a single fidelity measure of the user device, said fidelity measure singularly indicating the total capability of the user device to render the plurality of multimedia components of the notification;

determining a fidelity tag for each content data attribute indicating a preference order for the non-rendered content data of the each content data attribute; and

selecting one of the plurality of content type attributes for processing by the user device based on the fidelity measure, wherein the user device executes an application, said application performing an action based on the non-rendered content data associated with the selected content type attribute, and wherein the user device renders the notification in accordance with the fidelity measure and the fidelity tag, wherein said selecting one of the content type attributes further comprises selecting the content data attribute having content data with the longest length based on a size restriction of a display associated with the user device.

Claim 2 (original): The method of claim 1, further comprising defining a filtered data packet including the selected content type attribute and content data attribute associated therewith.

Claim 3 (original): The method of claim 2, further comprising sending the filtered data packet to a data communication network for processing.

Claim 4 (previously presented): The method of claim 2, further comprising effecting a delivery of the filtered data packet via a data communication network to the user device for processing.

Claim 5 (original): The method of claim 1, wherein the data packet comprises a device hint attribute storing a characteristic value representative of a specific user device, said device hint attribute being associated with one of the content type attributes, and wherein selecting one of the content type attributes comprises selecting one of the content type attributes to process based on the determined characteristic of the user device and the characteristic value stored in the device hint attribute.

Claim 6 (original): The method of claim 1, wherein accessing the data packet comprises receiving the data packet via a data communication network from a content provider.

Claim 7 (canceled).

Claim 8 (original): The method of claim 1, further comprising truncating content data stored in the content data attribute associated with the selected content type attribute, wherein said truncating occurs responsive to a size restriction associated with a display of the user device.

Claim 9 (canceled):

Claim 10 (previously presented): One or more computer-readable storage media having computer-executable instructions for performing the method of claim 1.

Claim 11 (currently amended): One or more computer-readable storage media having computer-executable components for processing a notification, said components comprising:

an interface component to access a data structure representing the notification, said data structure having a plurality of content type fields, each content type field defining one multimedia component of a plurality of multimedia components ~~to be rendered by the user device of the notification~~, each of said content type fields having a content data field associated therewith, wherein one of the content type fields has a content data field associated therewith storing non-rendered content data relating to the set up of an online game;

a configuration component to determine a single fidelity measure of a ~~computing device~~ a game console singularly indicating the total capability of ~~the user device~~ the game console to render the plurality of multimedia components of the notification; and

a filter component to select one of the content type fields from the data structure accessed by the interface component for processing by the ~~computing device~~ game console based on the fidelity measure determined by the configuration component, wherein the ~~user device~~ game console receiving the notification executes an application, said application performing an action based on the non-rendered content data of the notification, and wherein the ~~user device~~ game console renders the notification in accordance with the fidelity measure.

Claim 12 (previously presented): The computer-readable storage media of claim 11, further comprising an assembly component to define a filtered data packet including the selected content type attribute and content data attribute associated therewith.

Claim 13 (previously presented): The computer-readable storage media of claim 12, wherein the assembly component, when executed, sends the filtered data packet to a data communication network for processing.

Claim 14 (previously presented): The computer-readable storage media of claim 12, wherein the assembly component, when executed, effects the delivery of the defined data packet to the computing device via a data communication network for processing.

Claim 15 (previously presented): The computer-readable storage media of claim 11, wherein the interface component receives the data structure via a data communication network from a content provider.

Claim 16 (canceled)

Claim 17 (canceled)

Claim 18 (canceled)

Claim 19 (canceled)

Claim 20 (canceled)

Claim 21 (canceled)

Claim 22 (currently amended): A system for processing a notification comprising a plurality of multimedia components, said system comprising:

- a first memory area to store routing preferences of a user;

- a second memory area to store a single fidelity measure of a ~~computing device~~ game console associated with the user, said fidelity measure singularly indicating the total capability of the ~~user device~~ game console to render the plurality of multimedia components of the notification; and

- an alerts service adapted to receive a data packet from a content provider and deliver the received data packet to the ~~computing device~~ game console based on the routing preferences stored in the first memory area, the fidelity measure stored in the second memory area, wherein said received data packet includes non-rendered content

~~for use by an application executing~~ relating to the set up of an online game on the ~~computing device~~ game console, and wherein the ~~user device~~ game console receiving said data packet renders the notification in accordance with the fidelity measure.

Claim 23 (previously presented): The system of claim 22, said first memory area to store an ordered list of one or more computing devices of the user.

Claim 24 (previously presented): The system of claim 22, said second memory area to store the device characteristic identifying a processing capability of the computing device including one or more of the following: hypertext markup language, text, graphics, extensible markup language, audio, and video.

Claim 25 (original): The system of claim 22, wherein the non-rendered content comprises extensible markup language data.

Claim 26 (previously presented): A method for processing a notification to be delivered to a game console via a data communication network, said method comprising:

- accessing, prior to delivery of the notification, a data packet representing the notification, said data packet having a plurality of content type attributes each defining one multimedia component of a plurality of multimedia components of the notification, each said content type attribute having a content data attribute associated therewith storing non-rendered content data relating to the set up of an online game;

- determining a single fidelity measure of a game console based on the singular capability of the game console to process the plurality of multimedia components of the notification;

- determining a fidelity tag for each content data attribute indicating a preference order for processing the non-rendered content data of the each content data attribute;

- selecting one of the plurality of content type attributes for processing by the game console upon delivery of the notification based on the determined fidelity measure and the determined fidelity tag; and

sending the notification to the data communication network as a function of the selected content type attribute to provide content data formatted for the game console, wherein the game console executes an application, said application performing an action related to the set up of an online game based on the non-rendered content data associated with the selected content type attribute, and wherein the user device renders the notification in accordance with the fidelity measure and the fidelity tag.

Claim 27 (original): The method of claim 26, wherein accessing the data packet comprises receiving the data packet via the data communication network from a content provider.

Claim 28 (previously presented): The method of claim 26, wherein sending the notification to the game console comprises:

defining a filtered data packet including the selected content type attribute and content data attribute associated therewith; and

sending the filtered data packet to the data communication network to provide content data formatted for the game console.

Claim 29 (previously presented): One or more computer-readable storage media having computer-executable instructions for performing the method of claim 26.